

Sonic

the comic

starring
SONIC
THE HEDGEHOG™

FREE!
STC G.A.S.*
TATTOOS!
*GOLD AND SILVER!

FREE GIFT MISSING?
ALERT YOUR NEWSAGENT NOW!



SONIC
& TAILS PIN-UP!

**CATCH
GOLD FEVER!**

**STC'S 50TH
GLITTERING ISSUE!**



SONIC

THE HEDGEHOG

Count Down to Disaster

PART 2

Script: NIGEL KITCHING
Art: RICHARD ELSON
Lettering: ELLIS DE VILLAS

THE FLOATING ISLAND,
SOMEWHERE ABOVE MOBIUS.

INSIDE KNICKLE'S EMERALD CHAMBER
THERE'S AN UNINVITED GUEST!

I DON'T GET
IT, SONIC! THAT
BADNIK LOOKS
LIKE YOU!

I AM METALLIX...
THE METAL SONIC! I HAVE
COME FOR THE MASTER
EMERALD!

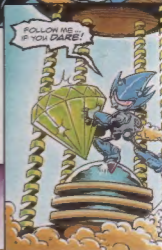


THIS
MAKES NO
SENSE! THAT
SCRAPHEAP IS
SUPPOSED
TO BE
DEAD!

I THINK YOU
FORGOT TO TELL
HIM THAT!

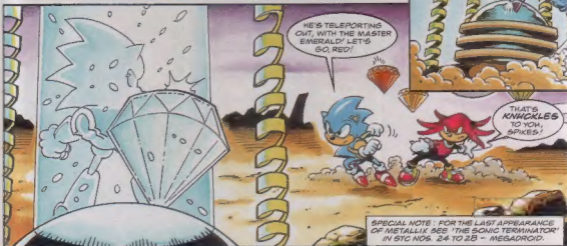


FOLLOW ME...
IF YOU DARE!



HE'S TELEPORTING
OUT, WITH THE MASTER
EMERALD! LET'S
GO, RED!

THAT'S
KNICKLES
TO YOU,
SPIKES!



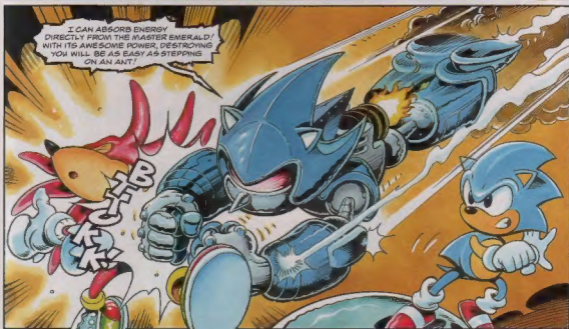
SPECIAL NOTE: FOR THE LAST APPEARANCE
OF METALLIX SEE 'THE SONIC TERMINATOR'
IN STC NOS. 24 TO 28 - MEGAOROD.

SECONDS LATER—

THIS LOOKS
LIKE THE SKY
SANCTUARY
ZONE!

HEY— WHAT'S
METALLIX DOING
WITH THE MASTER
EMERALD?

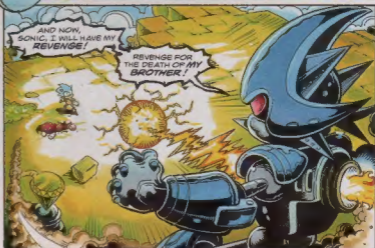
SK
EG
EG
EG
EG



I CAN ABSORB ENERGY
DIRECTLY FROM THE MASTER EMERALD!
WITH ITS AWESOME POWER, DESTROYING
YOU WILL BE AS EASY AS STEPPING
ON AN ANT!

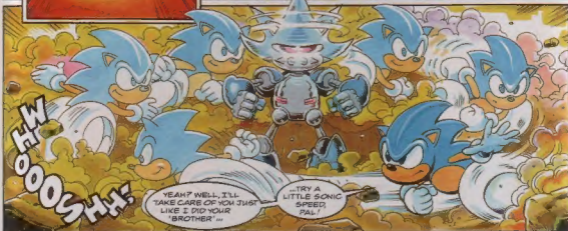


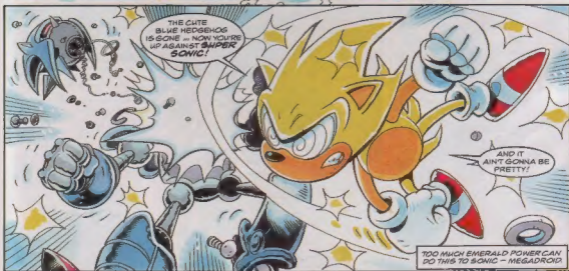
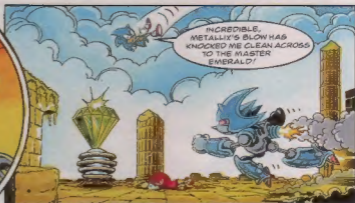
METALLIX
ISN'T KIDDING
AROUND... KNUCKLES
IS OUT COLD!



AND NOW,
SONIC, I WILL HAVE MY
REVENGE!

REVENGE FOR
THE DEATH OF MY
BROTHER!





MEANWHILE, ON THE DEATH EGG.

I DON'T KNOW
HOW TO TELL YOU THIS,
GREAT ROBOTNIK... BUT WE'VE
LOST CONTACT WITH
METALLIX!

WHAT DO
YOU MEAN, GRIMER? **YOU**
SNIVELLING
INCOMPETENT!

I SHOULD NEVER
HAVE ALLOWED METALLIX
TO BATTLE THAT ACCURSED HEDGE-
HOG... I SHOULD HAVE MADE HIM
BRING THE MASTER EMERALD
STRAIGHT TO ME!

DO SOMETHING,
GRIMER! WITHOUT THE
MASTER EMERALD WE CAN
NEVER HOPE TO LAUNCH
THE DEATH EGG!

WE'RE IN LUCK,
DOCTOR ROBOTNIK! THE
MASTER EMERALD APPEARS
TO HAVE ALREADY BEEN PLACED
ON THE TELEPORTER
DEVICE...





WHEN
I'M SUPER
SONIC I CAN'T
CONTROL MY-
SELF, I'M...

NEVER MIND
ALL THAT, SONIC.
LOOK! THE MASTER
EMERALD-- IT'S
GONE!

WITHOUT
ITS POWER, THE
SKY SANCTUARY
IS FALLING
APART!

WE'VE GOT TO
TRY TO ACTIVATE
THE TELEPORTER!
IT'S THE ONLY WAY
BACK TO THE
FLOATING
ISLAND!

SONIC,
DO YOU HEAR
THAT NOISE? IS
IT THUNDER?

THAT'S
NO STORM,
BUDDY!

BUT WHATEVER
IT IS, IT'S BIG AND IT'S
HEADING OUR
WAY!

NEXT ISSUE: DISASTER STRIKES!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Jenny Fromer & David Gibbon

NBA JAM TOURNAMENT EDITION



game type: SPORTS
1-4 PLAYERS

Mega Drive



NBA Jam was one of the most successful games of last year selling over four million copies. NBA Jam Tournament Edition is similar to the original, but includes a number

of enhancements that make this a worthy sequel.

For starters you get nine additional dunks. Dunks (no, it's not rude!) for those who don't know, occur when the player leaps higher than your average high jumper, and performs a spectacular move before slamming the ball into the basket. The cameras are still there to take a picture during those flashy moments! The running commentary remains clear and includes many more phrases. In fact, the game hardly goes by a second without something being said!

NBA Jam Tournament Edition features twice the number of NBA players plus 'secret characters' which can only be used with a special cheat. This adds to the fun and overall life span of the game. The animation is much more slick than the original and brand new features include a complete NBA tournament, Hot Spots and Super Jam Power-Ups. Hot Spots appear at random times in the arena and when a player shoots while standing on one, they can gain up to five extra bonus points. Power-Ups, as in a platform game, appear as



RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City



collectables to improve your performance and range from increasing your speed to giving you bombs which are handy for flattening everyone on court!

NBA Jam Tournament Edition has all-round improvements, new features and increased excitement. If you have an adaptor you can use the four-player option, but the two-player mode is still there making gameplay more fun. The perfect excuse to get your pals round for a jamming session! - DG

FAST FAX

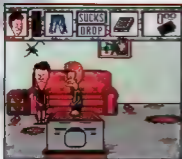
PUBLISHER ACCLAIM	PRICE £49.99
GRAPHICS	
.....92	
SOUND	
.....90	
PLAYABILITY	
.....93	
RAVES Best basketball game available!	GRAVES Basically same as the original.
OVERALL	
91%	

BEAVIS AND BUTT-HEAD



game type: ACTION ADVENTURE
1-2 PLAYERS

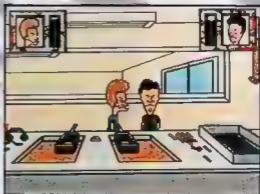
WARNING: THIS GAME CONTAINS LANGUAGE AND DRUGS. CHECK RATING BEFORE YOU BUY.



Beavis and Butt-Head, stars of MTV's cult cartoon, have come to the Mega Drive and brought their air guitars with them. As fans of the show will know, the undynamic duo

exist to hang out in the suburban world of shopping malls and burger joints. In this adventure the pair have major problems as the neighbour's pooch has chewed their tickets to see the most excellent GWAR in concert. As Beavis, Butt-Head or both you must find the nine ticket pieces.

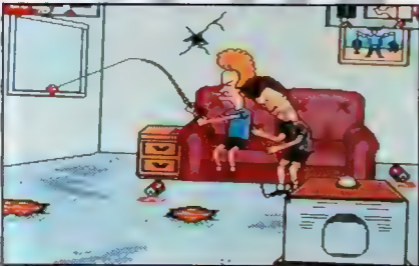
Playing *Beavis and Butt-Head* is much like watching the cartoon. The basic line drawings have been carefully reproduced and there are a range of familiar sound-bites. The game itself is basically a side-on view role-playing adventure. Beavis and Butt-Head begin with their own built-in weapons (less said here the better) which they



later replace with more serious hardware. Your search takes you over six locations, accessible only by channel-surfing, and winds up at the GWAR concert.

The best thing about *Beavis and Butt-Head* is the puzzle element which forces you to think as they do. A good tip to follow is not to do the expected, just the most disgusting thing. For instance, there's a use for the dead rat! The two player mode is by far the most fun as both characters can easily be operated simultaneously and they work well as a team. Sensibly there is a password option which keeps the game flowing.

On the down side, the game is just a bit too short. Experienced game-players should get through this fairly quickly and everyone will get a bit frustrated with constantly returning to the same places. That said, after I stopped being "grossed out" by the characters, I found that *Beavis and Butt-Head* was a serious challenge which kept me interested throughout. - JF



FAST FAX	
PUBLISHER VIACOM	PRICE TBA
GRAPHICS	
★★★★★ 81	
SOUND	
★★★★★ 88	
PLAYABILITY	
★★★★★ 85	
RAVES Cool	GRAVES Gross
OVERALL	
83%	



SONIC AND TAILS!



Shinobi

CHAPTER 1



THE MUSHIN, THE SHINOBI, NO JOINED FORCES WITH THE ROOF-WORLDPERS, THE BEST FUTE WHO LIVE ON THE ROOFTOPS OF TADUO TO DEFEAT THE INVADING YAMUZA LED BY HIS DEADLY ENEMIES THE FOUR ELEMENTS

SO MURASHI YOU HAVE FOUND NEW ALLIES. I WILL DO YOU NO GOOD YOU AND THE OLD MAN ARE HOPELESSLY OUTNUMBERED

YOU CANNOT HOPE TO PREVENT AGAINST THE POWER OF THE ELEMENTS WORK IN HARMONY

KRAKOOOM!

YOU SEE? EARTH'S EARTHQUAKE POWER THROWS YOU OFF-BALANCE YOU ARE OPEN TO MY ATTACK

UNOFF!
WOMAN



KIIIAAA!

KINNGG!

WHAPP!

BOHH!



TWO OF US AGAINST
THE OLD MAN. IT
HAPPLY SEEMS FAIR

AGREE

YOUR CLUMSY ATTACKS, EVEN
YOUR FANCY POWERS CANNOT
BURN ME

HOWEVER



YOU LEAVE YOUR
ACUPRESSURE POINTS
OPEN TO MY ATTACK



WHAT HAVE YOU
DONE TO ME
OLD MAN?

I SIMPLY BLOCKED ONE OF
HIS NERVE PATHWAYS. SIMPLE
TO REMEDY IF YOU HAVE
THE KNOWLEDGE



THEN
REMEDY
HIM



OR YOU WILL SUFFER
PAIN LIKE NO MAN HAS
EVER SUFFERED



YOU ARE A WORTHY FOE MUSSASHI
GIVE YOU THIS ONE CHANCE

RETURN WITH US AND ANSWER
DYABUN'S QUESTIONS
AND WE WILL LET THE GOOD
WORKERS GO IN PEACE

NEVER

OF THE TOWN - IN HIS ANGER



THWAP!



WHRRF!

FOOL! MY
IS THE POWER
OF THE EARTH



YOU CANNOT MOVE
ME ANY MORE THAN
YOU CAN MOVE A
MOUNTAIN



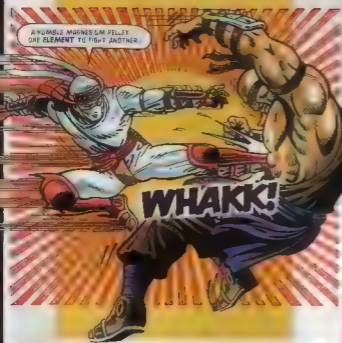
THERE IS MORE
THAN ONE WAY
TO MOVE A
MOUNTAIN

AMHKK!

PEEF!



MY EYES
WHAT ARE
YOU



A KUMBLE MARGESUM PELLEY
ONE ELEMENT TO FIGHT ANOTHER

WHAKK!



YOU NERDY
AS KILL YOU
FOR THE S



YOU AS A
FALL BACK



YAAAAA-AAAA



THOOM!



WELL IT
THE ANTI-
GROW



FEARON

KOTOMI-SENSEI;

Graphic

Zone

Here's a selection of egg-splendid Easter drawings. Each artist-Boomer will receive an original Sonic badge, first seen in STC issue 2.

How'd you like your eggs? Beaten or scrambled?



↑ Aaron: Please send name and address details
Sonic Badge Winner

Two eggs are better than one.



↑ Master Darren Lines, Hemel Hempstead, Herts.
Sonic Badge Winner

Hard-boiled Hedgehog



↑ Adam Gado, Redcar, Cleveland/MRMD owner.
Sonic Badge Winner

Talk Amazing
Technicolour
egg-shells!



Allison Hadley,
Roxwanda Gill,
Tyne & Wear
Sonic Badge
Winner

And they're
all mine!



Harold Jones, Bicester,
Oxon. MD owner.
Sonic Badge Winner

The Easter Bunny!



Adam Nash Torquay, Devon, MD owner.
Sonic Badge Winner.

pong
snell



Kieran Robert Black,
Bath, Avon.
GG MD owner
Sonic Badge Winner

Tails ZONERUNNER

& THE BIG FREEZE PART 8



Script:
MARK EYLES

Art:
ROBERTO CORDONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER



DEEP BENEATH THE CHEMICAL PLANT ZONE TAILS HAS JUST BEEN REUNITED WITH SAB, THE LEADER OF THE FLOCK

YOU TRIED TO KILL US, SOL. I SAW YOU OUTSIDE OUR HEADQUARTERS WHEN THE BOMB WENT OFF. I THOUGHT I HAD KILLED YOU.

"THAT BOMB WAS NOTHING TO ME. I'M SURE SAB WOULD HAVE SEEN MEAR THE PLACE IF I'D KNOWN ABOUT."



WHAT CAN I SAY? I WAS COMING TO REJOIN THE FLOCK. I'M NOT GONNA WORK FOR MUTZAN BOLT ANY MORE.

WHAT DO YOU THINK ZONERUNNER? YOU'RE A SHREWD JUDGE OF CHARACTER.

HUH. AND OH YES WE'LL BELIEVE HIM.

THAT'S GOOD ENOUGH FOR ME. ZONERUNNER WELCOME BACK, SOL.

WELL BE BACK SAB NOW. HOW DO YOU ESCAPE FROM "A BOMB."

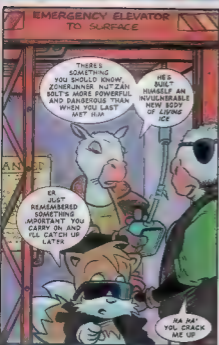
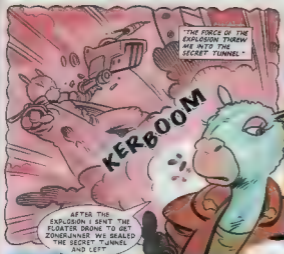
ER CAN YOU JUST CALL ME TAILS?



HE WAS PROGRAMMING THE FLOATER DRONE TO COLLECT ZONERUNNER. SOL THE REST OF THE FLOCK WERE ALREADY IN A SECRET TUNNEL.

HURRY P. SAB.

ZONERUNNER, I'VE PROGRAMMED THIS FLOATER DRONE TO COME AND GET YOU.





"THE THRONE ROOM DEEP
WITHIN THE ICE CASTLE

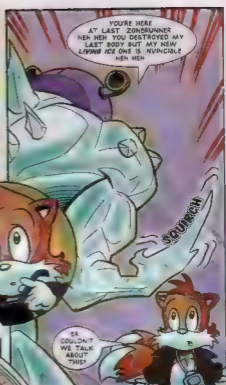
SO YOU'VE
BETRAYED ME
SOL FURC JUST
LIKE A SHEEP TO
FOLLOW THE FLOCK
HEH HEH WHO'S
THAT WITH
YOU?

YOUR
DOWNFALL
NU ZAN
SO."

DO
YOUR STUFF
ZONERUNNER
WE'LL COVER
THE DOOR

WHO'S
"HA"
CAN'T SEE
ANYTHING
WITH THESE
ON

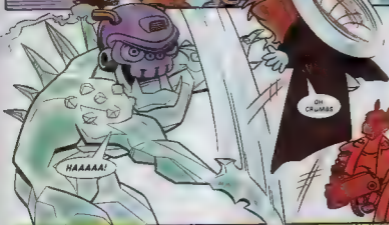
OH GOSH
UM HELLO
MR BOLT



YOU'RE HERE
AT LAST ZONERUNNER
HEH HEH YOU DESTROYED MY
LAST BODY BUT MY NEW
LIVING ICE ONE IS INVINCIBLE
HEH HEH

SOUND

ER
COULDN'T
WE TALK
ABOUT
THIS?

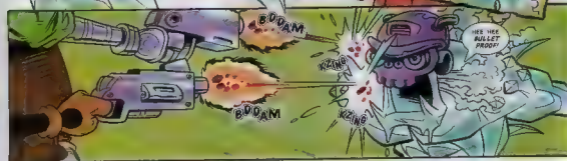


HAAAAA!

OH
CRUMBS



JUMP, JUMP
AS HIGH AS YOU CAN,
YOU CAN'T ESCAPE ME
I'M LIVE ICE NUTZAN
HEH HEH



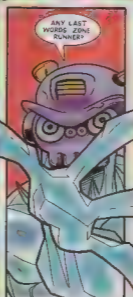
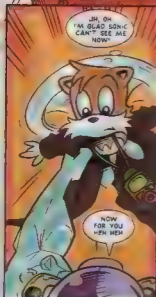
BOOM

BOOM

KZING

KZING

HEE HEE
BULLET
PROOF



NEXT ISSUE: TAIL'S END?

Q Zone



Q. I am still having trouble getting past the Flying Battery Zone. Please could you supply some cheats or tips to help me?

Ian Boddy, Easingwold, York

A. Your wish is my command, Ian. The Flying Battery Zone is not that difficult a level if you know what you're doing. Although this level was covered in depth in our *Sonic & Knuckles Q Zone Special* (STC 43 & 44), I can give you a few extra tips on getting past the difficult bits.

FLYING BATTERY ZONE - ACT ONE

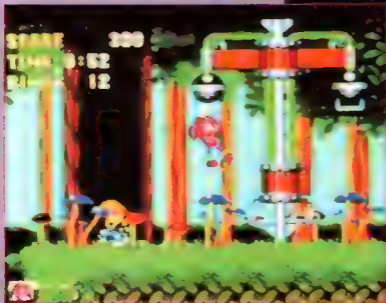
1. Once you get past the propeller section, you may become stuck. The idea is to go right, down, then left and jump over the Power Skis. Continue left and you'll be heading the right way.
2. When you reach a part which has parachuting bombs, you may find yourself stuck again. Just wait here until a hole appears in the ground and drop down to continue.

Q. I am well and truly stuck on *Sonic & Knuckles*. Please print a level select cheat as well as some Game Genie codes in your fab comic.

Terry Butler, Glam, South Wales
Liam Devine, Ayr, Scotland,
Allison Hedley, Tyne & Wear,
Matthew Leggett, Colchester,
Matthew Thistlethwaite, Carnforth,

SONIC & KNUCKLES Q & A SPECIAL

WILLIAMS



Larry, and everybody else!

A. We've had lots of requests for a level select cheat and Game Genie codes, but unfortunately not all have come to light. But don't worry Boomers, as soon as they do the Q Zone will keep you posted.

Q. In STC 44's *Sonic & Knuckles Special*, I noticed that you didn't explain how to get past the second boss in Act 2 of the Lava Reef Zone. Please save my sanity and tell me how this is done!

Ben Duncan, Wickford, Essex, Daniel Thorpe, Norwich, Norfolk, and Shane Dowle, Herne Bay, Kent.

A. Oops-a-daisy! Many apologies, Boomers. I'll put your minds at ease right now with the solution to this boss-beating problem!

LAVA REEF BOSS - ACT TWO

When you reach the boss, jump across the lava and onto the right platform. Keep running right until you reach the lava waterfall as many of the platforms will collapse if you stand still for too long. Once there, jump onto the first moving platform and repeat this until you reach the third. Now, jump right and you'll fall down and land on a dead platform. From here, head left jumping onto more non-moving platforms. When you reach the last, jump left onto a moving platform. This will carry you down to the bottom of the waterfall, where Robotnik will enter and the real battle begins!

As soon as the platform starts to move into Robotnik, jump from platform-to-platform. Do this slowly and accurately and you'll have no worries about landing in the lava or being hit by one of Robotnik's bombs. When the land levels out, stand on the platform closest to Robotnik and repeat all the aforementioned steps. By doing this you'll eventually destroy him - for the time being at least!



Q. After reading the instruction manual to *Sonic & Knuckles*, I noticed that it mentioned an extra level called the Doomsday Zone. Why was it not shown in the Q Zone special?

Jack Montgomery, Edinburgh, Scotland

A. There is a Doomsday Zone in *Sonic & Knuckles* Jack, but it's extremely difficult to get to. Firstly, you need to plug Sonic 3 into S & K. Then you need to complete Sonic 3 with all the emeralds, and thirdly get through S & K (with all the emeralds) to finally reach the Doomsday Zone. A very tall order indeed.

If there are any super-Sonic-genius-type Boomers out there who have reached the Doomsday Zone then please write in (with proof, of course!) as we would really like to see your dazzling efforts!

Q. I read the review of *Sonic & Knuckles* and you said that there is no save game option. However, I have found a way of doing this:-

First, place Sonic 3 into S & K, complete the game and you'll start to play S & K. You'll get the opportunity to use a save game option. Shows how much the experts know!

Adam Robinson, c/o Sgts Mess, R.A.F. Laarbruch.

A. All right, clever clogs! You may have found a way of saving your position in the game, but what I say still stands. There is no save option in S & K.

If your query hasn't been included in this issue, don't worry, I'm sure there'll be more S & K in a future Q & A. Stay tuned!

Script & Arts
NIGEL KESCHING
Lettering:
KEITH VALL

CAPTAIN Plunder & HIS SKY PIRATES!



CAPTAIN PLUNDER AND SHARPOON HAVE FOUND GULCH'S TUNNEL AND ARE TRYING TO ESCAPE FROM HIGHVIEW PRISON.

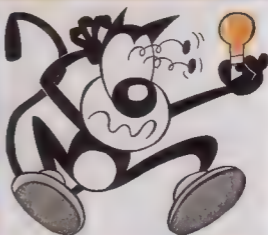
AAAAAHH!
I THINK I'M
STUCK!

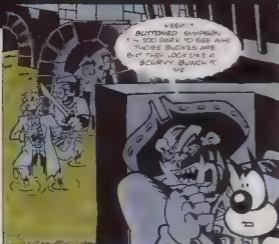
C'MON
CAPTAIN YOU CAN
MAKE IT!

MEANWHILE AT THE OTHER
END OF THE ISLAND...

COMING ON
WE HEART SO WE'VE
GOT TO RESCUE THE
ARYAN









CAPTAIN PLUNDER'S DARING ESCAPE IS THE BIG STORY THE NEXT DAY...

Mobian Times

Captain Plunder Escapes!



Mobian Mail

Daring Escape From Highview Corrective Centre!

METROPOLIS ZONE NEWS

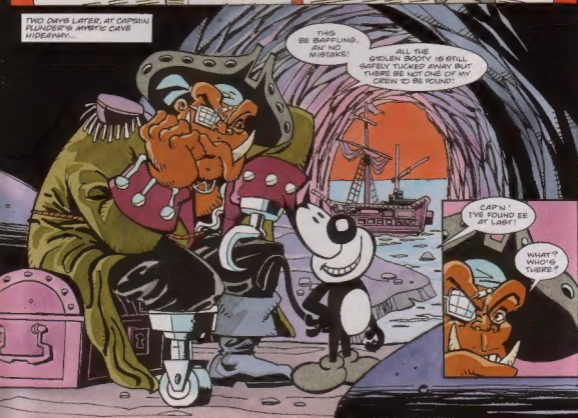
Still No Sign Of Escaped Pirate!



the Mobe

Sonic the Hedgehog Ate My Hamster!

TWO DAYS LATER, AT CAPTAIN PLUNDER'S MYSTIC CAVE HIDEAWAY...





SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SQ.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasonal prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Drew a Blank!

Dear STC,

During my holiday in England I noticed that the Sega Activator is not available for sale; it's a circle that you stand in and any movements made are mimicked by a player on screen. However, one thing I took back with me to America which impressed all my pals was a copy of *Sonic The Comic*. Drew Aldridge, Lexington Park, Maryland, U.S.A.
Sonic Water Fun Game Winner.



Yes, I too find it frustrating living in a backward backwater but, as you say, at least it's ahead of the times when it comes to a good jolly read!

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasonal prize! One of three fabulous *Tomy Sonic The Hedgehog Water Fun Games* can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The *Sonic Water Fun Game* is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



Funky Droid!

Jamie Dickie, Renfrewshire, Scotland. MD owner.
Sonic Water Fun Game Winner.

Super Sonnet!

Dear Megadroid

I would like to thank you for the free Valentine's card on STC 45. I gave it to a girl in my class called Sammy who liked it so much she agreed to go out with me. I couldn't have done it without you! Anthony Mark Foran, Enfield, Middlesex. MD owner.
Sonic Water Fun Game Winner.



Who needs Megacilla when you can have lorra, lorra dates with STC!



Simon Hilliard, Hythe, Southampton.
Sonic Water Fun Game Winner.

Jollie Ollie!

Dear Megadroid,

The Datastrip at the back of each issue is stupid! STC collectors like me, are unlikely to cut their issues up, so why don't you have a pull-out section in the middle of the comic? Oliver Birley, Exeter, Devon.
MD/MS owner.
Sonic Water Fun Game Winner.

Some avid STC collectors take a photocopy of each Datastrip, fill in the details and then send it in. Problem solved, Ollie.



WHAT'S 51 AND STILL
COVERED IN TATTOOS?

STC'S NEXT ISSUE ...

MORE FREE GIFTS!

PLUS!

TAILS!
THE TAIL-END!



NEW
SERIES

SONIC'S WORLD!
BROTHERLY LOATHE!

PIN-UP

SHINOBI!

SONIC!
DISASTER STRIKES!

SHINOBI!
BATTLING ON!

EARTHWORM
JIM!
Q ZONE SPECIAL!

STC 51 - IT'LL LEAVE ITS MARK!
ON SALE SATURDAY, 29TH APRIL 1995
£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 50
OF **STC?**

